AGE 13+

TIME SPIRAL

RULES INSERT

"Timeshifted" Cards

"Timeshifted" cards are cards from the past that have mysteriously appeared in the present. There's one in every *Time Spiral*™ booster pack, and there are some in each *Time Spiral* theme deck. These cards have their original art and a retro look, but they have modern text and *Time Spiral* expansion symbols. You can use these cards in any format that allows *Time Spiral* cards, as well as in any format that allows the original card.

Suspend

Suspend lets you play spells in a whole new way. Any time you could play a card that has suspend, you can pay its suspend cost and remove it from the game with a certain number of time counters on it. At the beginning of your upkeep, if that card is removed from the game and has a time counter on it, you remove a time counter from it. When you remove the last one, you play that card immediately without paying its mana cost. (It's okay if you couldn't normally play that spell at that time.) If it's a creature spell, the creature will temporarily have haste.

Some *Time Spiral* cards with suspend don't even have a mana cost! These spells can't be played normally—a nonexistent mana cost can't be paid—but the suspend ability gets around that restriction.

Split Second

When you play a spell, it goes to a game zone called the "stack." Then all players get the chance to respond to it. But if a spell with split second is on the stack, that isn't the case. No one can play spells or activated abilities! When the split-second spell leaves the stack, the standard rules apply.

Split second doesn't stop *everything*, though. Triggered abilities can still trigger (and resolve), players can play abilities that produce mana, and players can turn face-down creatures face up.

Flash

Flash is a new keyword for an ability that's been around for years. If a card has flash, you can play it any time you could play an instant. Imagine your opponent's face when you play a creature with flash in the middle of combat and block with it!

Slivers

They're back! Or more accurately, the Slivers never really left. After their escape from the Riptide Project, they spread across all of Dominaria. And these cooperative creatures with their hive mind have evolved new, even crazier abilities.

Returning Keywords

The *Time Spiral* set features the return of a number of keywords from the past. Here are the most notable ones:

Buyback—If you pay the buyback cost of a spell when you play it, return that card to your hand when it resolves.

Echo—At the beginning of your upkeep, if a permanent with echo came into play since the beginning of your last upkeep, you may pay its echo cost. If you don't, you must sacrifice it.

Flanking—Whenever a creature with flanking is blocked by a creature without flanking, the blocker gets -1/-1 until the end of the turn.

Flashback—If an instant or sorcery in your graveyard has flashback, you can play it from your graveyard for its flashback cost. Then that card will be removed from the game.

Madness—If you discard a card with madness, you may play it for its madness cost instead of putting it into your graveyard.

Morph—You can play a creature with morph face down by paying 3. A face-down creature is 2/2 and has no name, creature type, color, or abilities. You can turn it face up any time for its morph cost.

Shadow—Creatures with shadow can block—and be blocked by—only other creatures with shadow.

Storm—When you play a spell with storm, you get a copy of that spell for each other spell that was played that turn. You can choose new targets for the copies.

These rules are current as of October 1, 2006.

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